

Fig. 20A

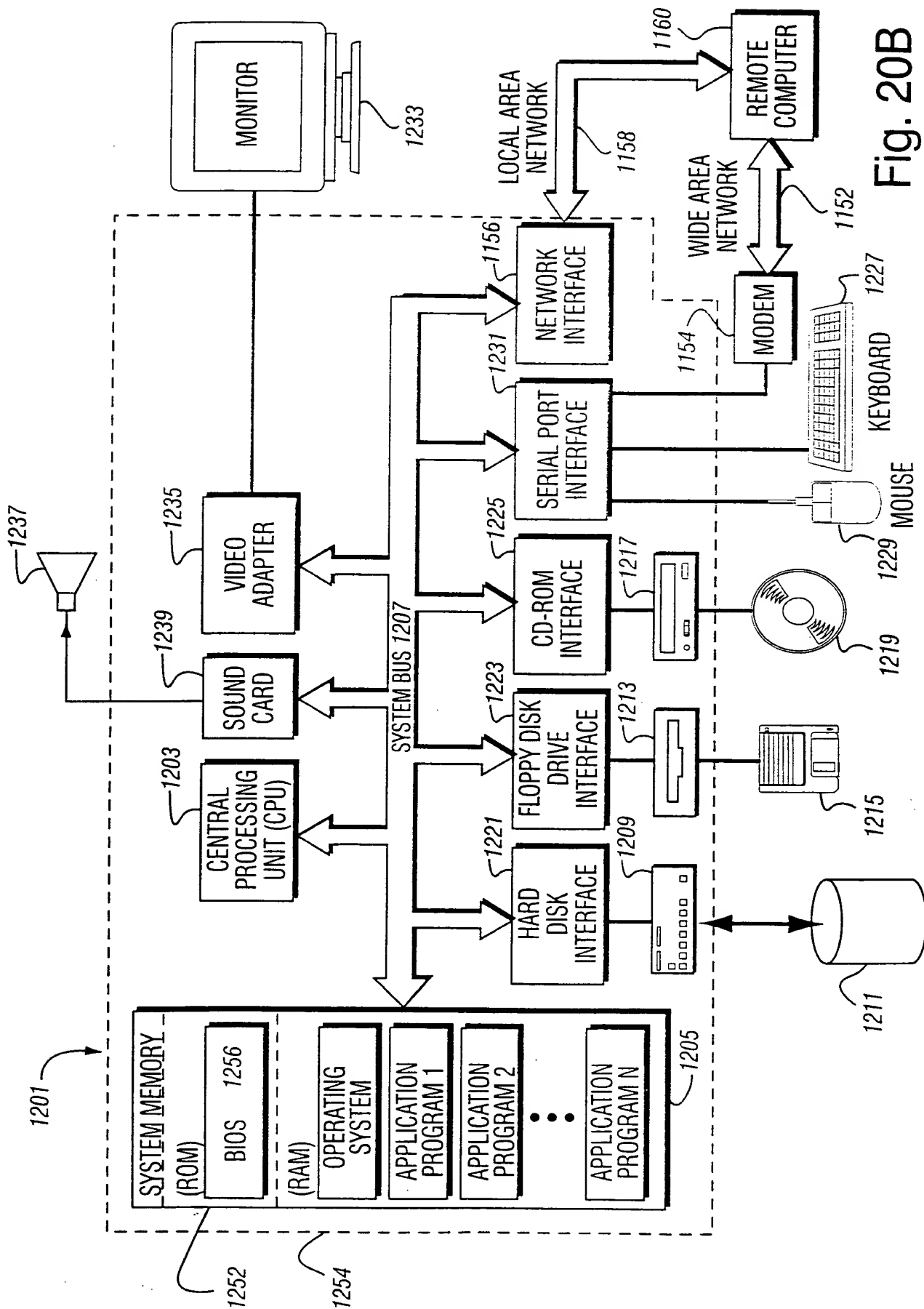
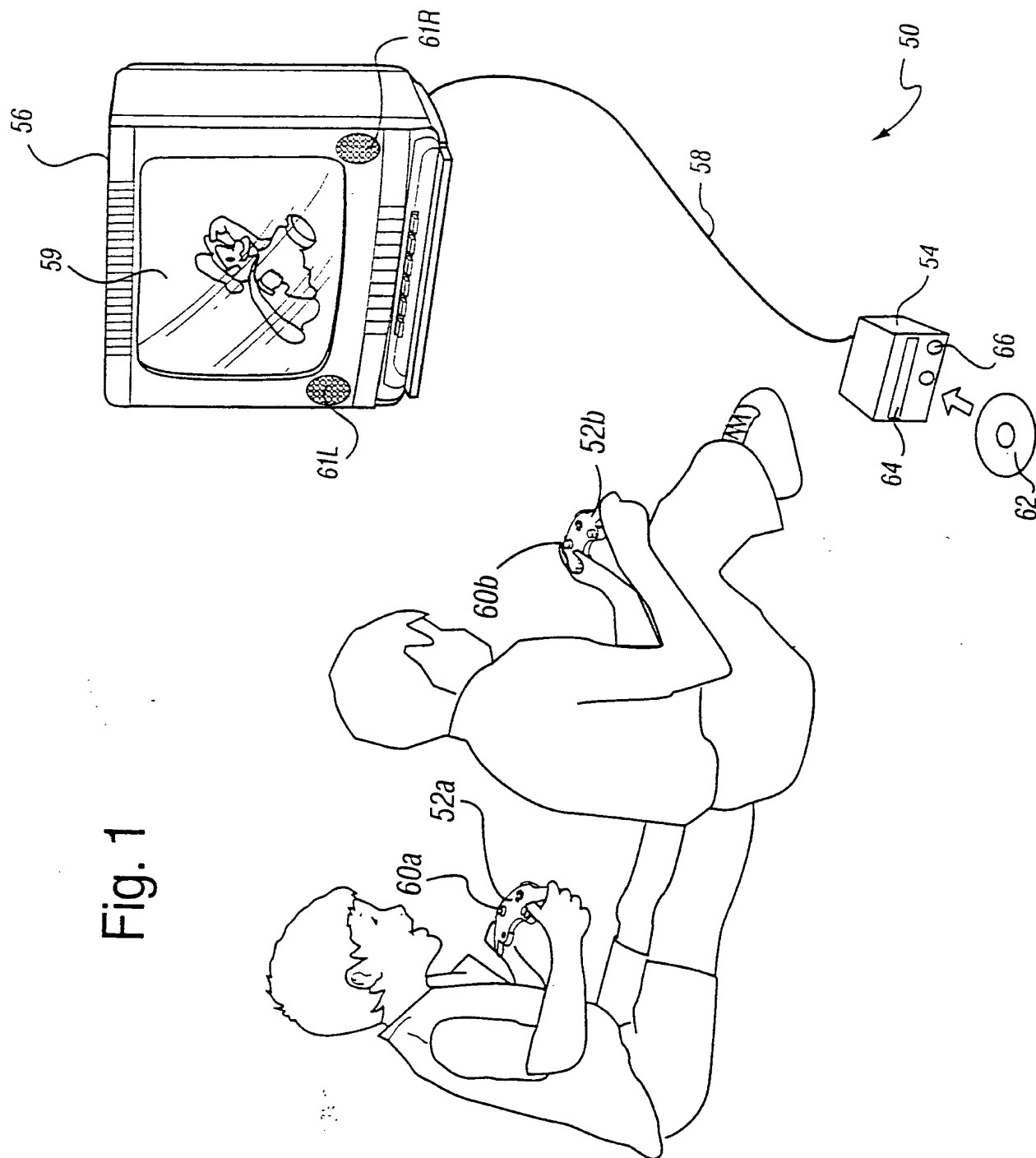


Fig. 20B

Fig. 1



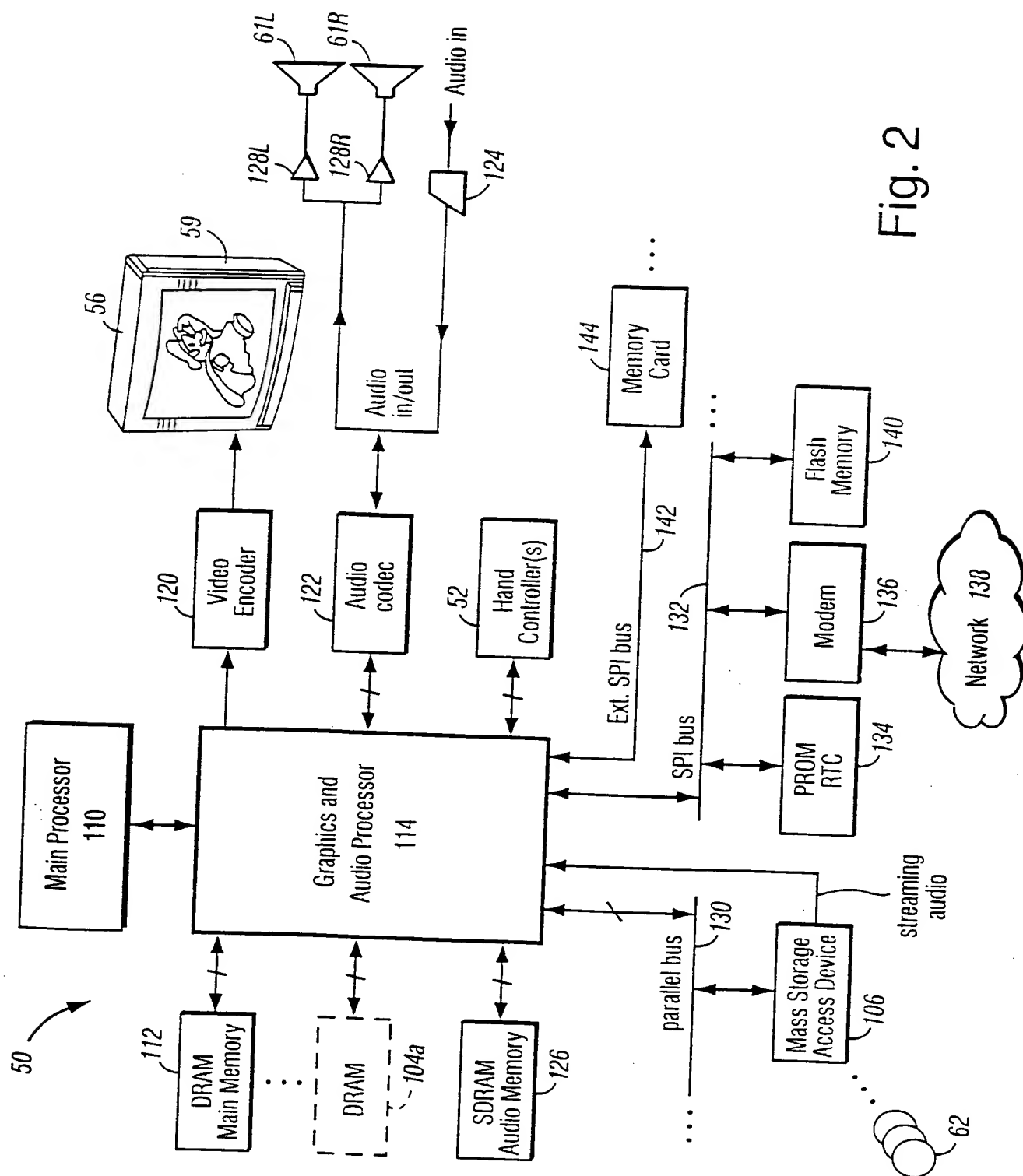
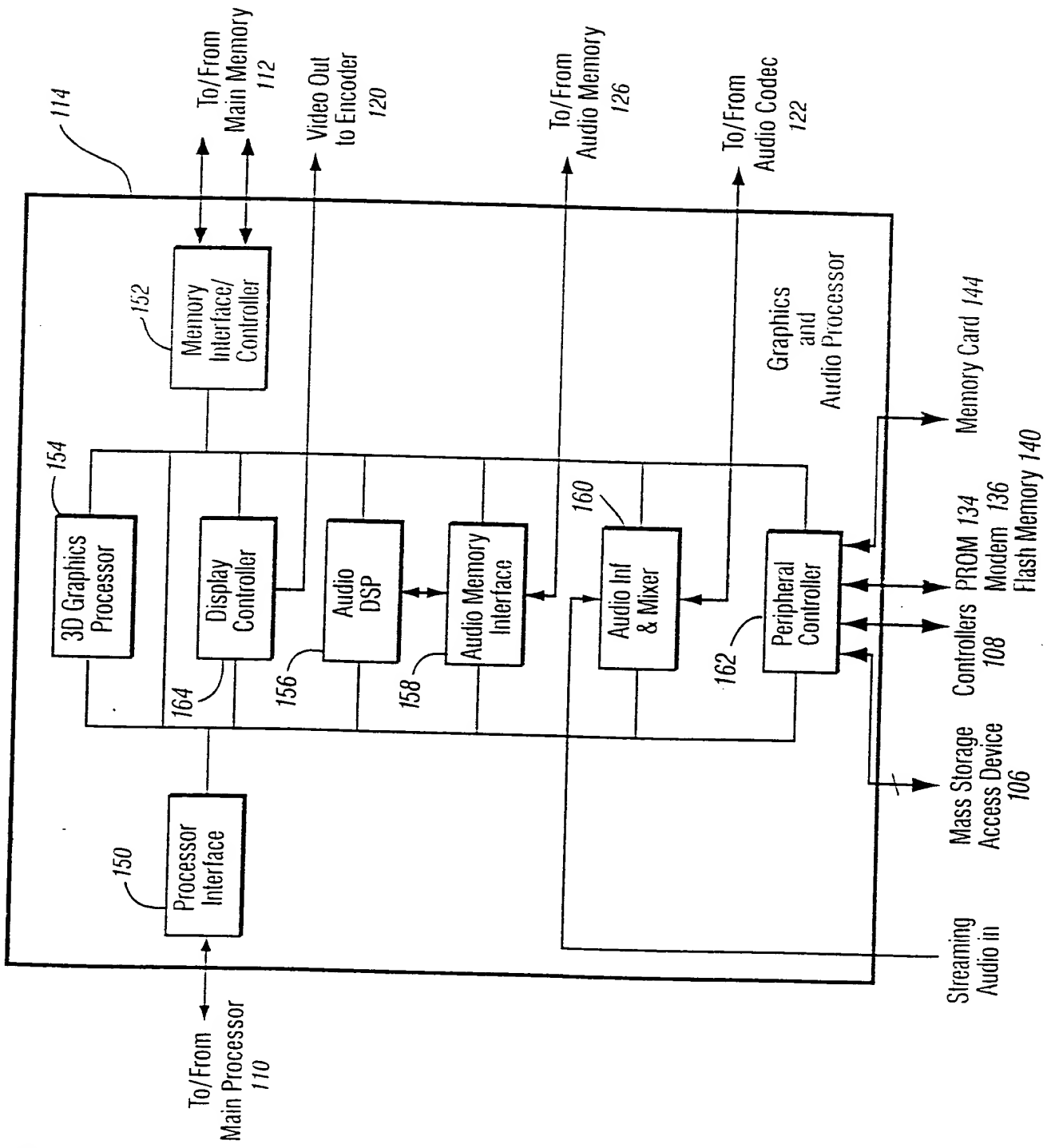


Fig. 3



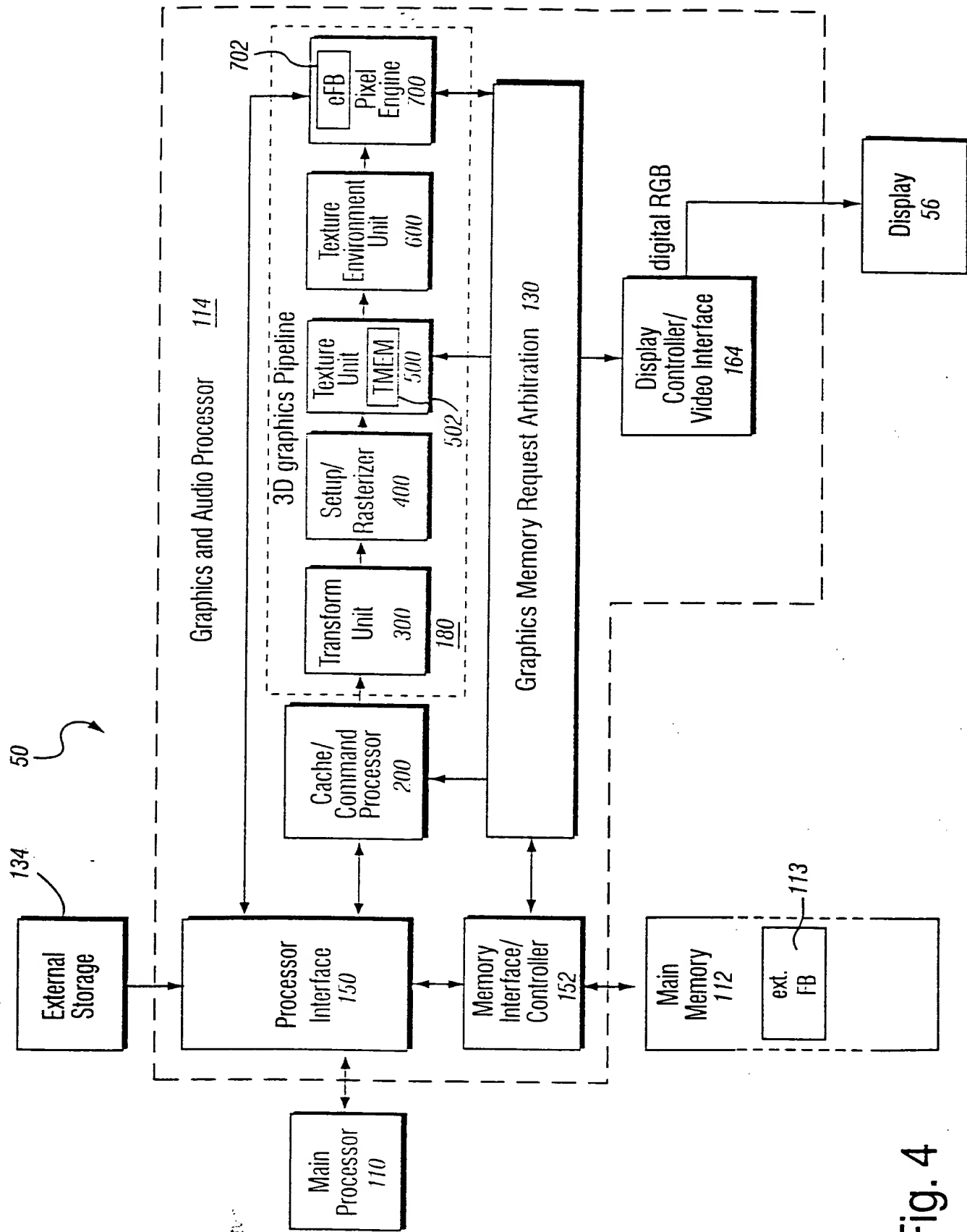
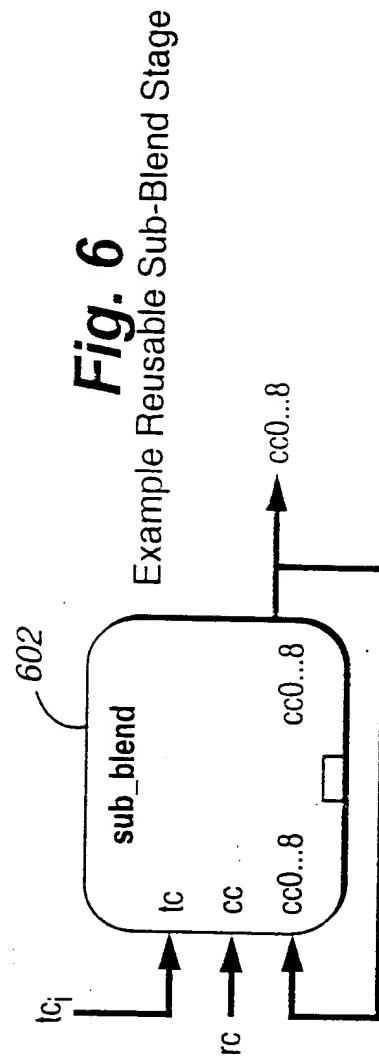
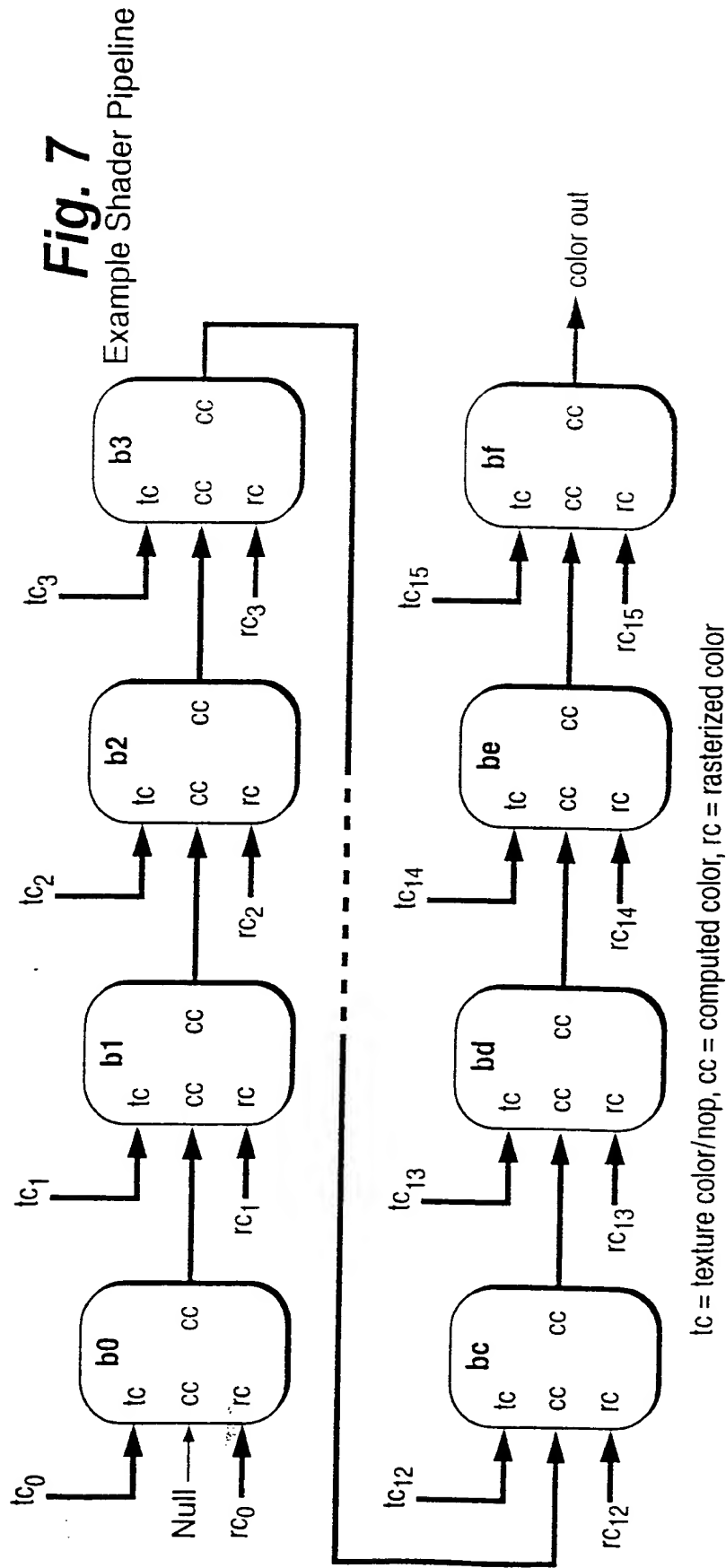


Fig. 4



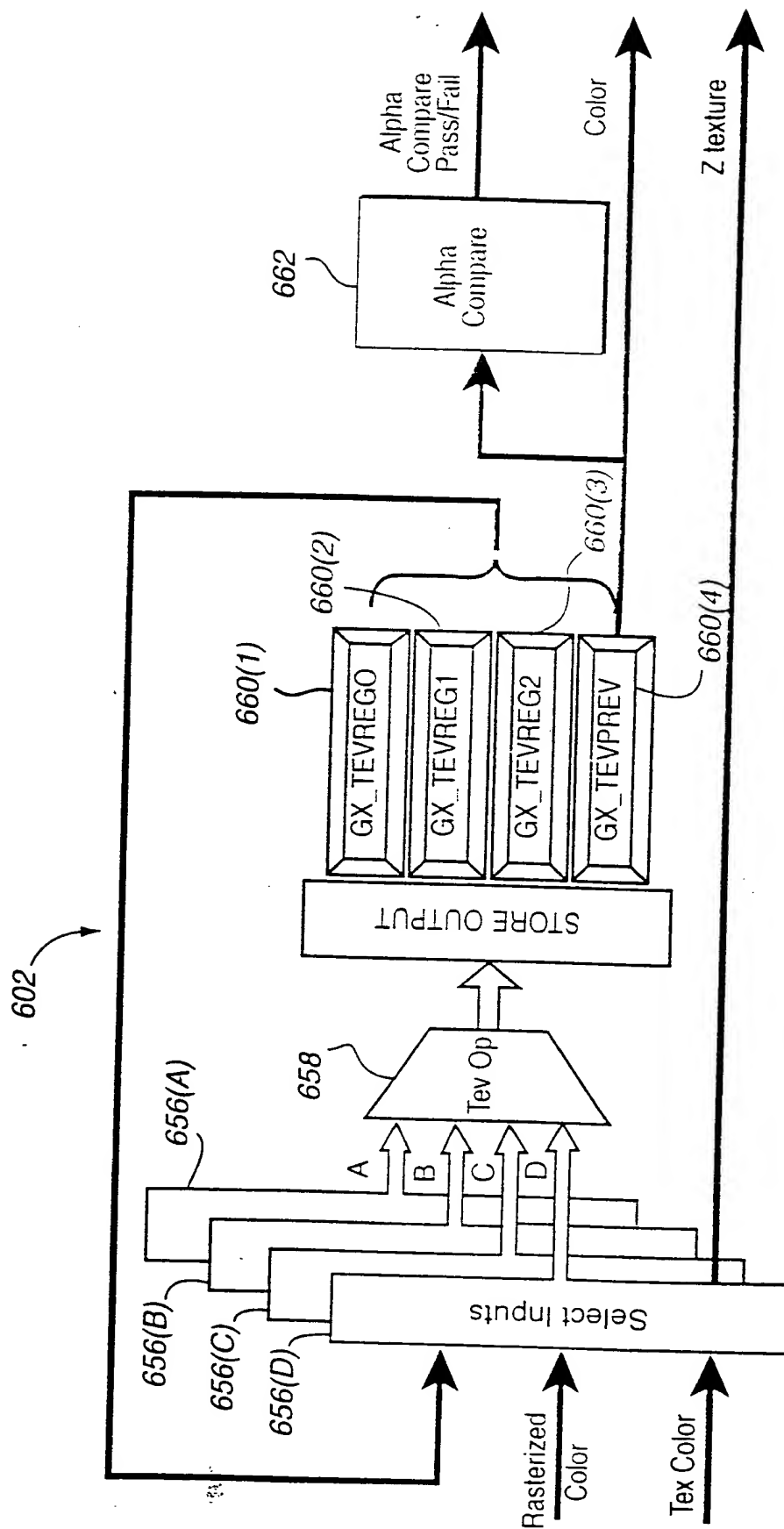


Fig.8 Example Recirculating Shader

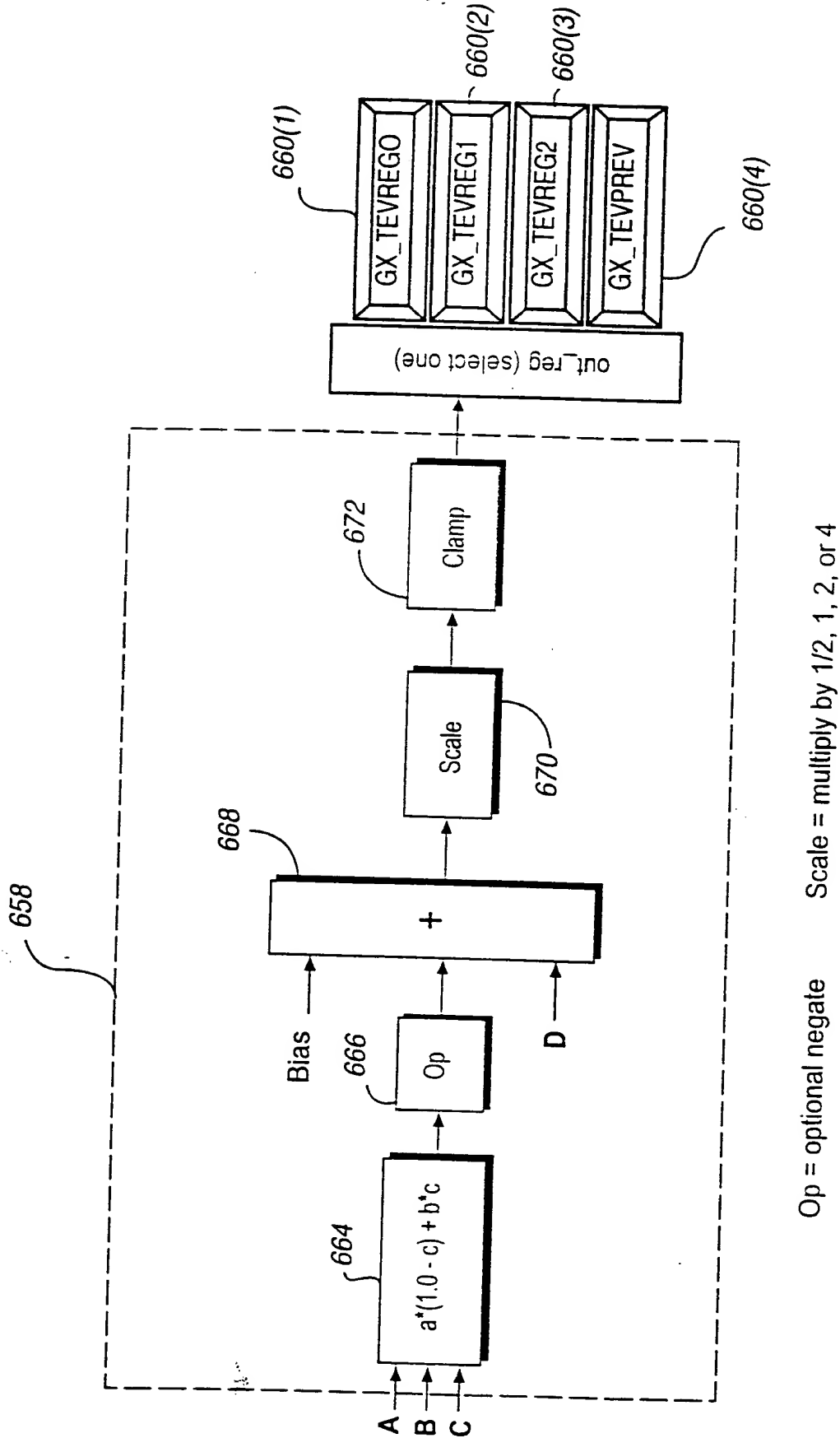


Fig. 10 Example Recirculating Shader Operation Block Diagram

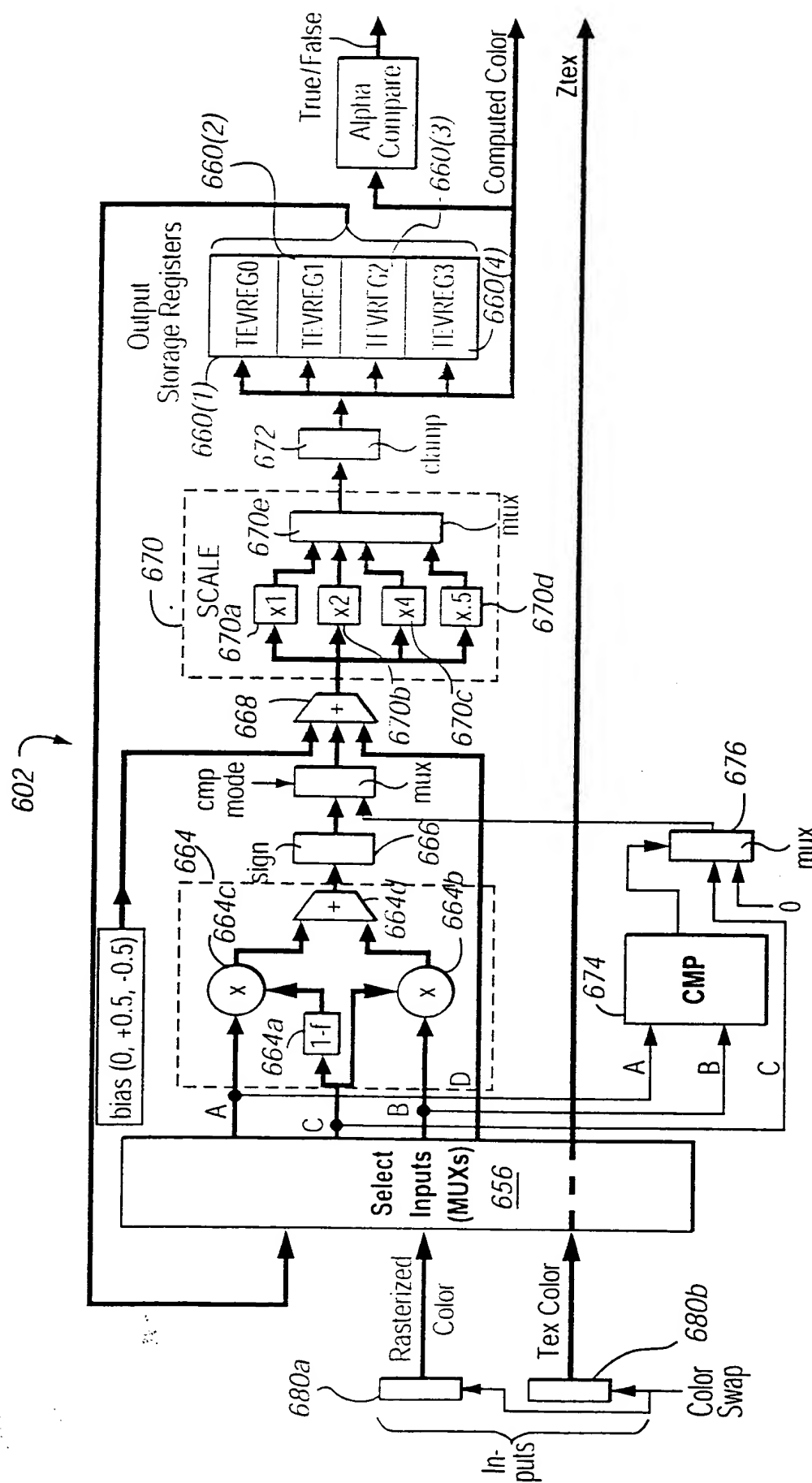


Fig. 11 Example Recirculating Shader Implementation



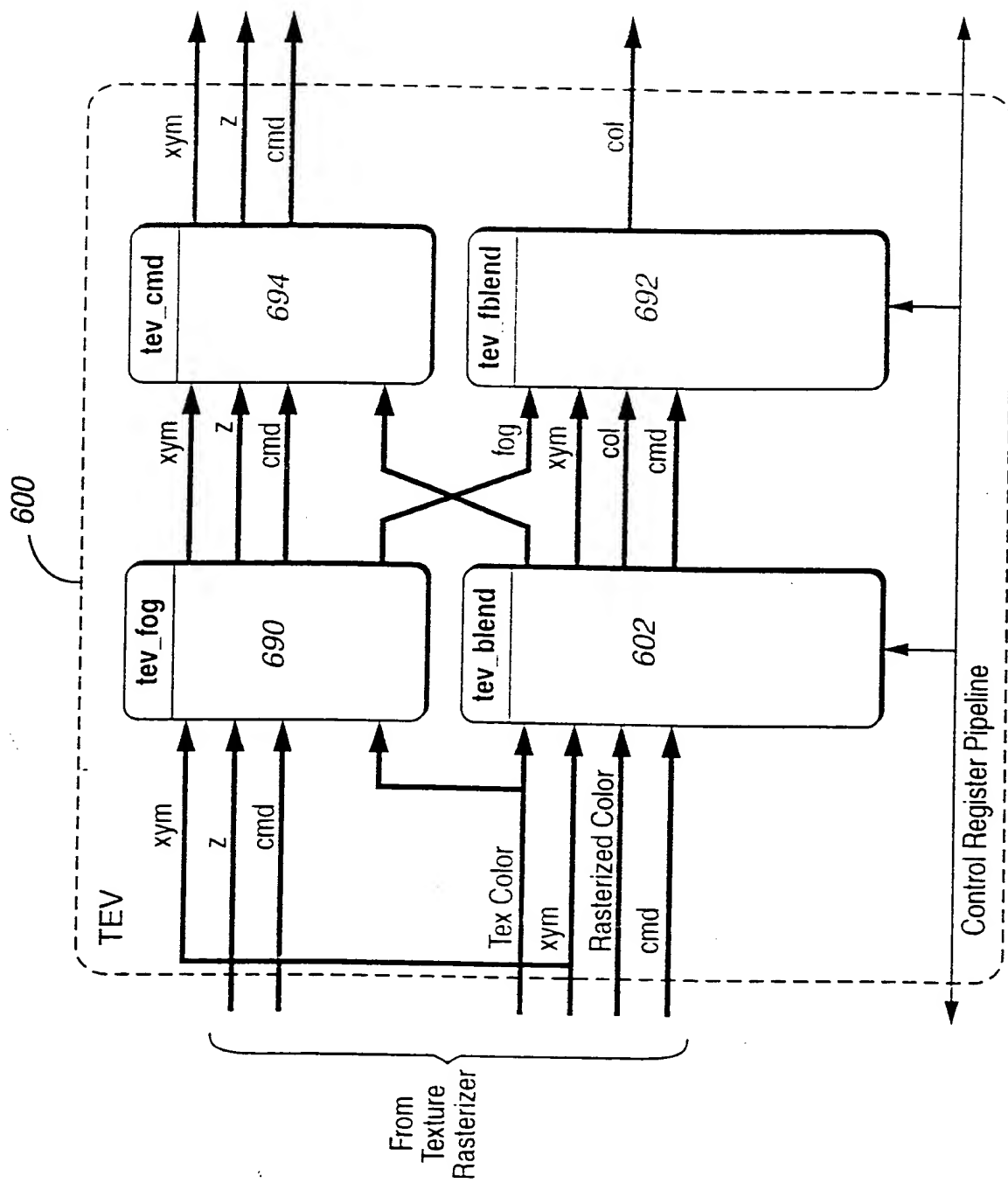
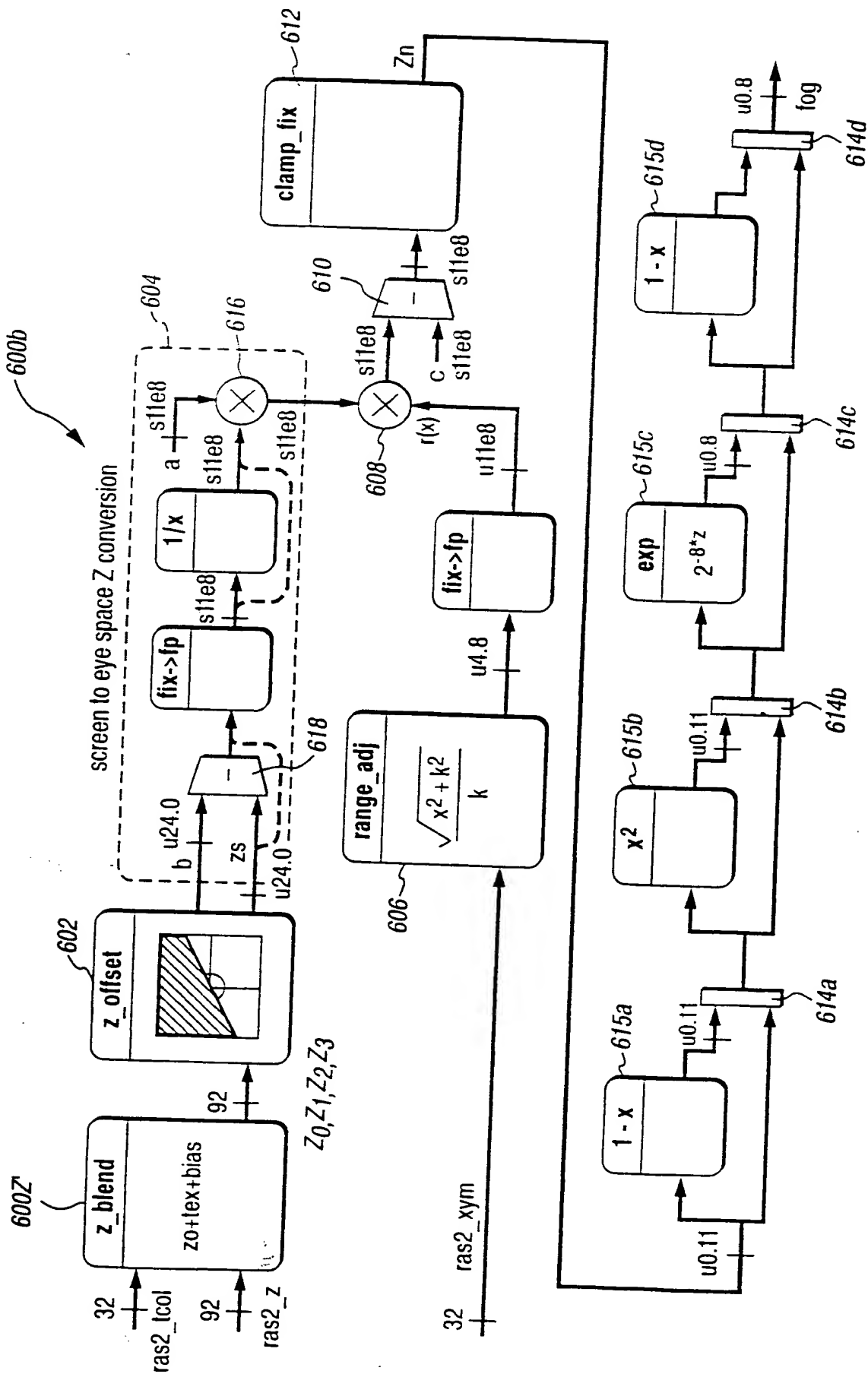


Fig. 13 Example Texture Environment Unit



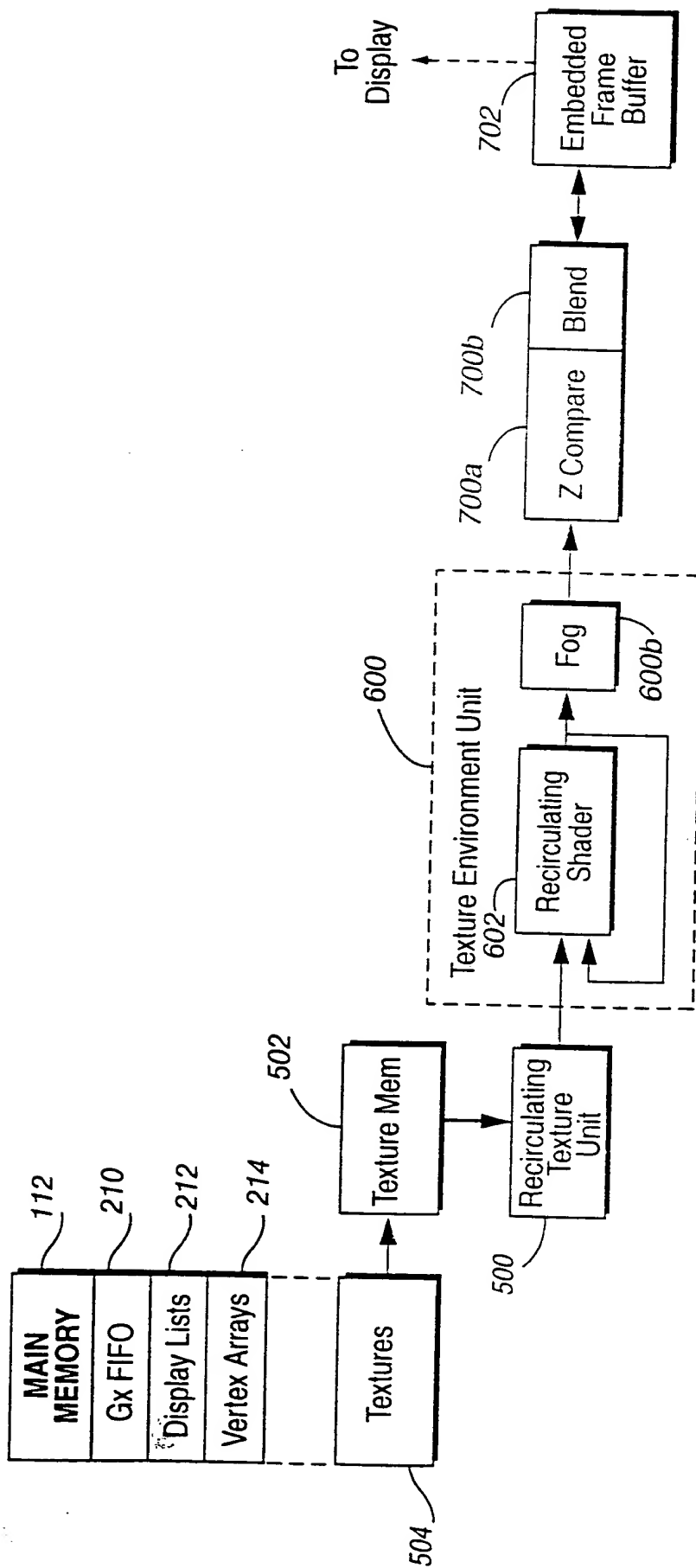


Fig. 15 Example Recirculating Shader

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003211 12800 292260

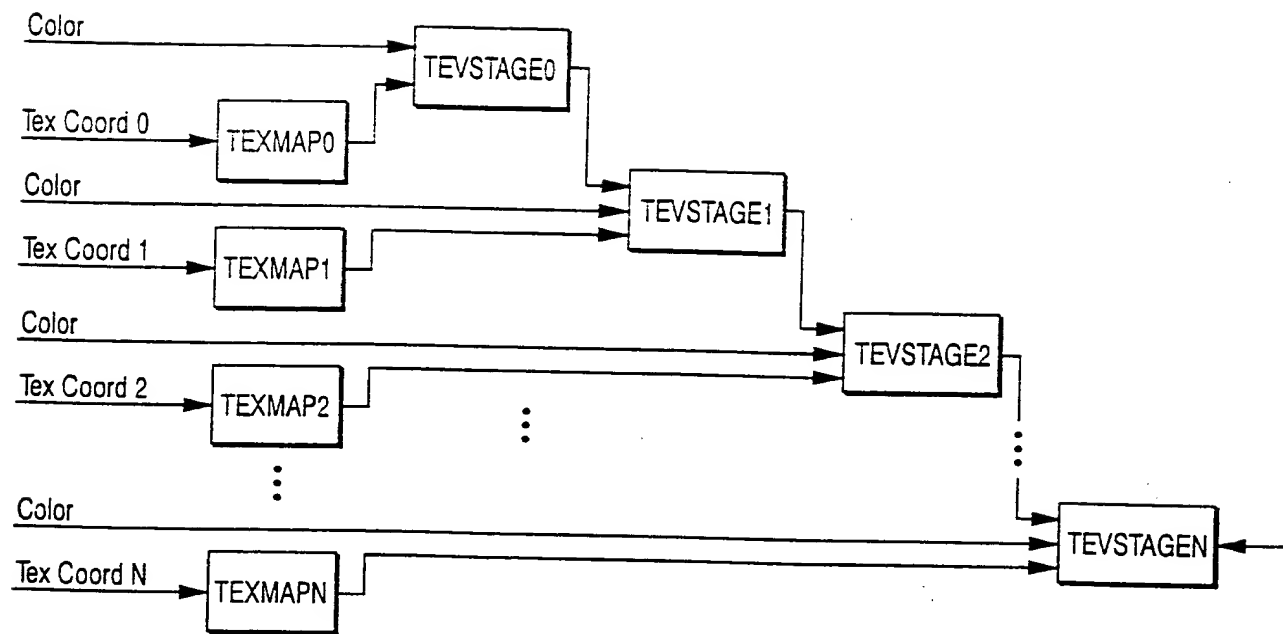


Fig. 17 Example Multi-Texture Pipeline Using Recirculating Shader

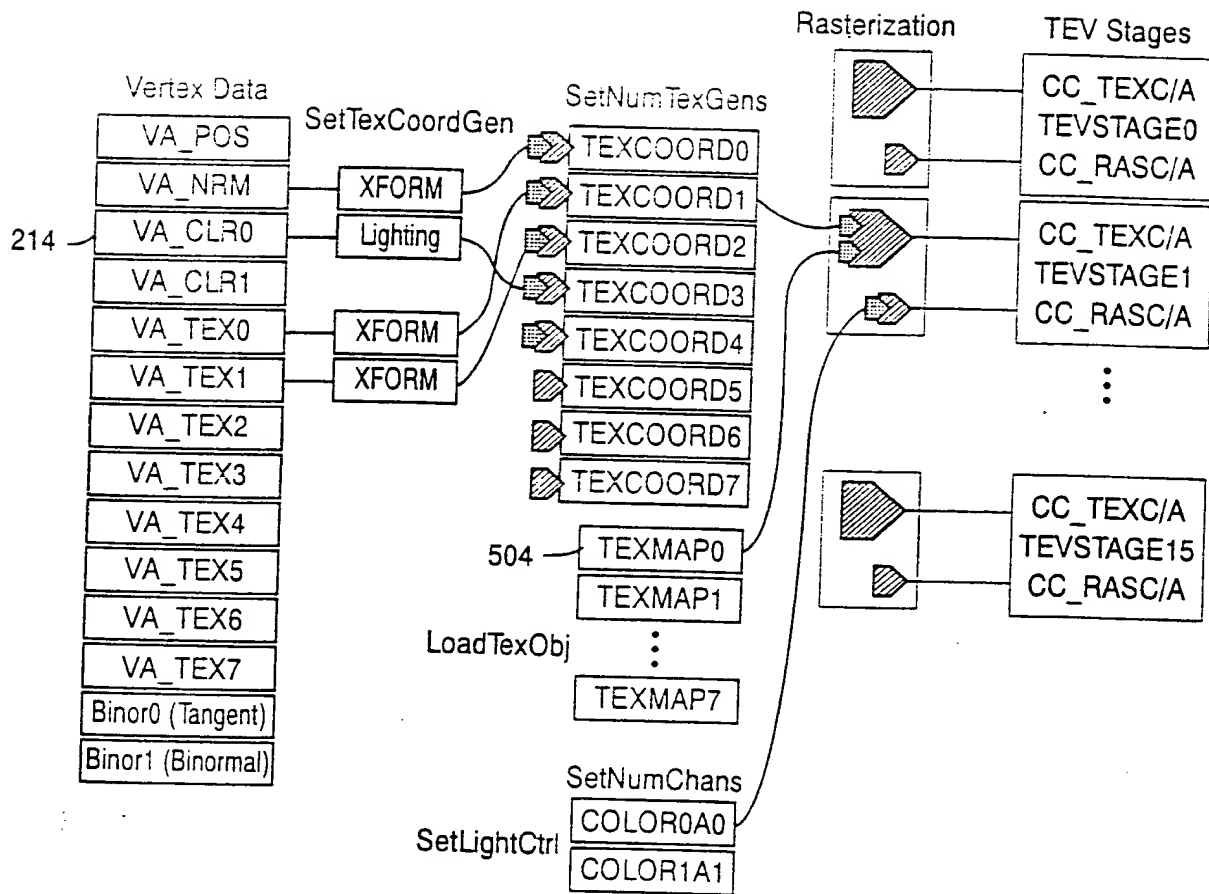


Fig. 18 Example Multi-Texture Pipeline Control

